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| <u>L8</u> | database\$ and synchroniz\$ and (network\$ or distributed) and status and sync and periodic\$ and (header\$ and block\$) and alarm\$ and initialization\$ and (position with block\$) | 38 | <u>L8</u> |
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L9: Entry 1 of 4

File: PGPB

Aug 25, 2005

PGPUB-DOCUMENT-NUMBER: 20050186933

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20050186933 A1

TITLE: Channel equalization system and method

| | | | | | | | | | | | | | |
|------|-------|----------|-------|--------|----------------|------|-----------|-----------|-------------|--------|-----|-----------|-------|
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☐ 2. Document ID: US 20030086515 A1

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May 8, 2003

PGPUB-DOCUMENT-NUMBER: 20030086515

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20030086515 A1

TITLE: Channel adaptive equalization precoding system and method

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|------|-------|----------|-------|--------|----------------|------|-----------|-----------|-------------|--------|-----|-----------|-------|
| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KMC | Draw Desc | Image |
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☐ 3. Document ID: US 20030016770 A1

L9: Entry 3 of 4

File: PGPB

Jan 23, 2003

PGPUB-DOCUMENT-NUMBER: 20030016770

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20030016770 A1

TITLE: Channel equalization system and method

| | | | | | | | | | | | | | |
|------|-------|----------|-------|--------|----------------|------|-----------|-----------|-------------|--------|-----|-----------|-------|
| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KMC | Draw Desc | Image |
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☐ 4. Document ID: US 6904110 B2

L9: Entry 4 of 4

File: USPT

Jun 7, 2005

US-PAT-NO: 6904110

DOCUMENT-IDENTIFIER: US 6904110 B2

TITLE: Channel equalization system and method

| Full | Title | Citation | Front | Review | Classification | Date | Reference | | | Claims | K00C | Draw Desc | Image |
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| Terms | Documents |
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1 [Dynamic fault-tolerant clock synchronization](#)



Danny Dolev, Joseph Y. Halpern, Barbara Simons, Ray Strong
January 1995 **Journal of the ACM (JACM)**, Volume 42 Issue 1

Publisher: ACM Press

Full text available: pdf(3.41 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper gives two simple efficient distributed algorithms: one for keeping clocks in a network synchronized and one for allowing new processors to join the network with their clocks synchronized. Assuming a fault-tolerant authentication protocol, the algorithms tolerate both link and processor failures of any type. The algorithm for maintaining synchronization works for arbitrary networks (rather than just completely connected networks) and tolerates any number of processor or communication failures.

Keywords: Byzantine failures, clock synchronization, fault-tolerance, time-of-day clock

2 [Distributed file systems: concepts and examples](#)



Eliezer Levy, Abraham Silberschatz
December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4

Publisher: ACM Press

Full text available: pdf(5.33 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and control.

3 [Distributed operating systems](#)



Andrew S. Tanenbaum, Robbert Van Renesse
December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Publisher: ACM Press

Full text available: pdf(5.49 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems.

operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...

4 TinyDB: an acquisitional query processing system for sensor networks

 Samuel R. Madden, Michael J. Franklin, Joseph M. Hellerstein, Wei Hong
March 2005 **ACM Transactions on Database Systems (TODS)**, Volume 30 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(1.67 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We discuss the design of an acquisitional query processor for data collection in sensor networks. Acquisitional issues are those that pertain to where, when, and how often data is physically acquired (*sampled*) and delivered to query processing operators. By focusing on the locations and costs of acquiring data, we are able to significantly reduce power consumption over traditional passive systems that assume the a priori existence of data. We discuss simple extensions to SQL for controllability ...

Keywords: Query processing, data acquisition, sensor networks

5 Concurrency control in advanced database applications

 Naser S. Barghouti, Gail E. Kaiser
September 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 3

Publisher: ACM Press


Full text available:  [pdf\(4.69 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: advanced database applications, concurrency control, cooperative transactions, design environments, extended transaction models, long transactions, object-oriented databases, relaxing serializability

6 CHAOSarc: kernel support for multiweight objects, invocations, and atomicity in real-time multiprocessor applications

 Ahmed Gheith, Karsten Schwan
February 1993 **ACM Transactions on Computer Systems (TOCS)**, Volume 11 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(2.81 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

CHAOSarc is an object-based multiprocessor operating system kernel that provides primitives with which programmers may easily construct objects of differing types and object invocations of differing semantics, targeting multiprocessor systems, and real-time applications. The CHAOSarc can guarantee desired performance and functionality levels of selected computations in real-time applications. Such guarantees can be made despite possible ...

7 Total order broadcast and multicast algorithms: Taxonomy and survey

 Xavier Défago, André Schiper, Péter Urbán
December 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(544.45 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Total order broadcast and multicast (also called atomic broadcast/multicast) present an important problem in distributed systems, especially with respect to fault-tolerance. In short, the primitive ensures that messages sent to a set of processes are, in turn, delivered by all those processes in the same total order.

Keywords: Distributed systems, agreement problems, atomic broadcast, atomic multicast, classification, distributed algorithms, fault-tolerance, global ordering, group communication, message passing, survey, taxonomy, total ordering

8 Simulating synchronized clocks and common knowledge in distributed systems

 Gil Neiger, Sam Toueg

April 1993 **Journal of the ACM (JACM)**, Volume 40 Issue 2

Publisher: ACM Press


Full text available:  [pdf\(2.54 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Time and knowledge are studied in synchronous and asynchronous distributed systems. A large class of problems that can be solved using logical clocks as if they were perfectly synchronized clocks is formally characterized. For the same class of problems, a broadcast primitive that can be used as if it achieves common knowledge is also proposed. Thus, logical clocks and the broadcast primitive simplify the task of designing and verifying distributed algorithms: The designer can assume that p ...

Keywords: clock synchronization, common knowledge, knowledge-based protocols, logical clocks, synchronized clocks, timestamped common knowledge

9 The Integrated Dictionary/Directory System

 Frank W. Allen, Mary E. S. Loomis, Michael V. Mannino

June 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 2

Publisher: ACM Press


Full text available:  [pdf\(2.71 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

10 Selected IR-Related Dissertation Abstracts

 February 1992 **ACM SIGIR Forum**, Volume 26 Issue 1

Publisher: ACM Press


Full text available:  [pdf\(2.24 MB\)](#)

Additional Information: [full citation](#)

11 Selected IR-Related Dissertation Abstracts

 March 1993 **ACM SIGIR Forum**, Volume 27 Issue 1


Publisher: ACM Press

Full text available:  [pdf\(2.24 MB\)](#)

Additional Information: [full citation](#), [abstract](#)


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12 Incremental evaluation of rules and its relationship to parallelism

 Ouri Wolfson, Hasanat M. Dewan, Salvatore J. Stolfo, Yechiam Yemini

April 1991 **ACM SIGMOD Record , Proceedings of the 1991 ACM SIGMOD international conference on Management of data SIGMOD '91**, Volume 20 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(1.02 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

13 The transport layer: tutorial and survey



Sami Iren, Paul D. Amer, Phillip T. Conrad

December 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 4**Publisher:** ACM PressFull text available: pdf(261.78 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Transport layer protocols provide for end-to-end communication between two or more hosts. This paper presents a tutorial on transport layer concepts and terminology, and a survey of transport layer services and protocols. The transport layer protocol TCP is used as a reference point, and compared and contrasted with nineteen other protocols designed over the past two decades. The service and protocol features of twelve of the most important protocols are summarized in both text and tables. < ...

Keywords: TCP/IP networks, congestion control, flow control, transport protocol, transport service

14 [Improving storage system availability with D-GRAID](#)



Muthian Sivathanu, Vijayan Prabhakaran, Andrea C. Arpaci-Dusseau, Remzi H. Arpaci-Dusseau

May 2005 **ACM Transactions on Storage (TOS)**, Volume 1 Issue 2**Publisher:** ACM PressFull text available: pdf(700.30 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present the design, implementation, and evaluation of D-GRAID, a gracefully degrading and quickly recovering RAID storage array. D-GRAID ensures that most files within the file system remain available even when an unexpectedly high number of faults occur. D-GRAID achieves high availability through aggressive replication of semantically critical data, and fault-isolated placement of logically related data. D-GRAID also recovers from failures quickly, restoring only live file system data to a h ...

Keywords: Block-based storage, Disk array, RAID, fault isolation, file systems, smart disks

15 [Scale and performance in a distributed file system](#)



John H. Howard, Michael L. Kazar, Sherri G. Menees, David A. Nichols, M. Satyanarayanan, Robert N. Sidebotham, Michael J. West

February 1988 **ACM Transactions on Computer Systems (TOCS)**, Volume 6 Issue 1**Publisher:** ACM PressFull text available: pdf(2.38 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The Andrew File System is a location-transparent distributed file system that will eventually span more than 5000 workstations at Carnegie Mellon University. Large scale affects performance and complicates system operation. In this paper we present observations of a prototype implementation, motivate changes in the areas of cache validation, server process structure, name translation, and low-level storage representation, and quantitatively demonstrate Andrews ability to scale gracefully. W ...

16 [VERSANT replication: supporting fault-tolerant object databases](#)



Yuh-Ming Shyy, H. Stephen Au-Yeung, C. P. Chou

May 1995 **ACM SIGMOD Record , Proceedings of the 1995 ACM SIGMOD international conference on Management of data SIGMOD '95**, Volume 24 Issue 2**Publisher:** ACM PressFull text available: pdf(264.43 KB) Additional Information: [full citation](#), [citations](#), [index terms](#)

17 [Separating Abstractions from Resources in a Tactical Storage System](#)


Douglas Thain, Sander Klous, Justin Wozniak, Paul Brenner, Aaron Striegel, Jesus Izaguirre

November 2005 **Proceedings of the 2005 ACM/IEEE conference on Supercomputing SC '05**

Publisher: IEEE Computer Society

Full text available:  [pdf\(401.40 KB\)](#)

Additional Information: [full citation](#), [abstract](#)

 [Publisher Site](#)

Sharing data and storage space in a distributed system remains a difficult task for ordinary users, who are constrained to the fixed abstractions and resources provided by administrators. To remedy this situation, we introduce the concept of a tactical storage system (TSS) that separates storage abstractions from storage resources, leaving users free to create, reconfigure, and destroy abstractions as their needs change. In this paper, we describe how a TSS can provide a variety of filesystem an ...

18 [Software for interactive on-line conferences](#)



Sunil K. Sarin, Irene Greif

January 1984 **ACM SIGOA Newsletter , Proceedings of the second ACM-SIGOA conference on Office information systems**, Volume 5 Issue 1-2

Publisher: ACM Press

Full text available:  [pdf\(1.20 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A layered architecture for the implementation of real-time conferences is presented. In a real-time conference a group of users each at his or her own workstation, share identical views of on-line application information. The users cooperate in a problem solving task by interactively modifying or editing the shared view or the underlying information, and can use a voice communication channel for discussion and negotiation. The lower layer in this architecture, named Ensemble, sup ...

19 [Flow synchronization protocol](#)



Julio Escobar, Craig Partridge, Debra Deutsch

April 1994 **IEEE/ACM Transactions on Networking (TON)**, Volume 2 Issue 2

Publisher: IEEE Press

Full text available:  [pdf\(1.26 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

20 [Automatic generation of layered queuing software performance models from commonly available traces](#)



Tauseef A. Israr, Danny H. Lau, Greg Franks, Murray Woodside

July 2005 **Proceedings of the 5th international workshop on Software and performance WOSP '05**

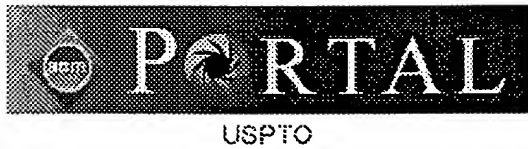
Publisher: ACM Press

Full text available:  [pdf\(384.50 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Performance models of software designs can give early warnings of problems such as resource saturation or excessive delays. However models are seldom used because of the considerable effort needed to construct them. Software Architecture and Model Extraction (SAME) is a lightweight model building technique that extracts communication patterns from executable designs or prototypes that use message passing, to develop a Layered Queuing Network model in an automated fashion. It is a formal, traceab ...

Keywords: layered queuing, model building, performance engineering, software performance, tracing performance modeling

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21 [SAM—a computer aided design tool for specifying and analyzing modular,](#)

[heirarchical systems](#)

Arturo I. Concepcion, Stephen J. Schon

December 1986 **Proceedings of the 18th conference on Winter simulation**

Publisher: ACM Press

Full text available: [pdf\(850.21 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents SAM, a computer aided design tool for specifying and analyzing modular, hierarchical systems. SAM is based on Discrete Event System Specification (DEVS) and it uses generic components for specifying coupling relationships among components. The objectives of this design tool are to provide an environment for a user to specify and design systems with ease, and to allow the reuse of previously specified models to build new ones. The later promulgates increased productivity ...

22 [Decentralized replicated-object protocols](#)

Peter J. Keleher

May 1999 **Proceedings of the eighteenth annual ACM symposium on Principles of distributed computing**

Publisher: ACM Press

Full text available: [pdf\(1.09 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: author's kit, conference publications, guides, instructions

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1 [Distributed systems - programming and management: On remote procedure call](#)

Patrícia Gomes Soares

November 1992

Proceedings of the 1992 conference of the Centre for Advanced Studies on Collabo
Publisher: IBM Press

 Full text available: [pdf\(4.52 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#)

The Remote Procedure Call (RPC) paradigm is reviewed. The concept is described, along with the backbone of these mechanisms is discussed. Extensions to the paradigm that have been proposed to enlarge its suitability, classification of RPC mechanisms according to different perspectives, and a snapshot of the paradigm in use to

2 [The transport layer: tutorial and survey](#)

 Sami Iren, Paul D. Amer, Phillip T. Conrad
December 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 4

Publisher: ACM Press

 Full text available: [pdf\(261.78 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#)

Transport layer protocols provide for end-to-end communication between two or more hosts. This paper presents transport layer services and protocols. The transport layer protocol TCP is used as a reference point, and compares decades. The service and protocol features of twelve of the most important protocols are summarized in both

Keywords: TCP/IP networks, congestion control, flow control, transport protocol, transport service

3 [The process group approach to reliable distributed computing](#)

 Kenneth P. Birman
December 1993 **Communications of the ACM**, Volume 36 Issue 12

Publisher: ACM Press

 Full text available: [pdf\(6.00 MB\)](#)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: fault-tolerant process groups, message ordering, multicast communication

4 [TinyDB: an acquisitional query processing system for sensor networks](#)

 Samuel R. Madden, Michael J. Franklin, Joseph M. Hellerstein, Wei Hong
March 2005 **ACM Transactions on Database Systems (TODS)**, Volume 30 Issue 1

Publisher: ACM Press

 Full text available: [pdf\(1.67 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#)


We discuss the design of an acquisitional query processor for data collection in sensor networks. Acquisitional acquired (*sampled*) and delivered to query processing operators. By focusing on the locations and costs of acc traditional passive systems that assume the a priori existence of data. We discuss simple extensions to SQL fo

Keywords: Query processing, data acquisition, sensor networks

5 The space shuttle primary computer system

 Alfred Spector, David Gifford
September 1984 **Communications of the ACM**, Volume 27 Issue 9


Publisher: ACM Press

Full text available:  pdf(5.34 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: PASS, avionics system, space shuttle

6 GPGPU: general purpose computation on graphics hardware

 David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  pdf(63.03 MB)


Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units level languages have emerged for graphics hardware, making this computational power accessible. Architectur

7 Distributed operating systems

 Andrew S. Tanenbaum, Robbert Van Renesse
December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Publisher: ACM Press

Full text available:  pdf(5.49 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Distributed operating systems have many aspects in common with centralized ones, but they also differ in cer systems, and especially to current university research about them. After a discussion of what constitutes a dis various key design issues are discussed. Then several examples of current research projects are examined in :

8 Centaurus: an infrastructure for service management in ubiquitous computing environments

Lalana Kagal, Vladimir Korolev, Sasikanth Avancha, Anupam Joshi, Tim Finin, Yelena Yesha
November 2002 **Wireless Networks**, Volume 8 Issue 6

Publisher: Kluwer Academic Publishers

Full text available:  pdf(553.67 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

In the near future, we will see dramatic changes in computing and networking hardware. A large number of d computationally enabled. Micro/nano sensors will be widely embedded in most engineered artifacts, from the (wirelessly) networked using Bluetooth, IEEE 802.15 or IEEE 802.11 for short range connectivity creating per

Keywords: mobile computing, pervasive computing, service management, ubiquitous computing

9 Distributed file systems: concepts and examples

 Eliezer Levy, Abraham Silberschatz
December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4

Publisher: ACM Press

Full text available:  pdf(5.33 MB)



Additional Information: [full citation](#), [abstract](#), [references](#)

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share da configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentr

10 Efficient availability mechanisms in distributed database systems

 Bharat Bhargava, Abdelsalam Helal
December 1993 **Proceedings of the second international conference on Information and knowledge ma**
Publisher: ACM Press
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11 Total order broadcast and multicast algorithms: Taxonomy and survey

 Xavier Défago, André Schiper, Péter Urbán
December 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 4
Publisher: ACM Press
Full text available:  [pdf\(544.45 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)



Total order broadcast and multicast (also called atomic broadcast/multicast) present an important problem in primitive ensures that messages sent to a set of processes are, in turn, delivered by all those processes in the

Keywords: Distributed systems, agreement problems, atomic broadcast, atomic multicast, classification, dist message passing, survey, taxonomy, total ordering

12 An annotated bibliography of dependable distributed computing

 Rex E. Gantenbein
April 1992 **ACM SIGOPS Operating Systems Review**, Volume 26 Issue 2
Publisher: ACM Press
Full text available:  [pdf\(1.71 MB\)](#) Additional Information: [full citation](#), [index terms](#)



13 Coyote: a system for constructing fine-grain configurable communication services

 Nina T. Bhatti, Matti A. Hiltunen, Richard D. Schlichting, Wanda Chiu
November 1998 **ACM Transactions on Computer Systems (TOCS)**, Volume 16 Issue 4
Publisher: ACM Press
Full text available:  [pdf\(290.21 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Communication-oriented abstractions such as atomic multicast, group RPC, and protocols for location-indepen built on distributed systems. This article describes Coyote, a system that supports the construction of highly n notion of protocol objects and hierarchical composition found in existing systems with support for finer-grain r

Keywords: x-kernal, configurable sevice, customization, event handlers, event-driven execution, membersh procedure call

14 UIO: a uniform I/O system interface for distributed systems

 David R. Cheriton
January 1987 **ACM Transactions on Computer Systems (TOCS)**, Volume 5 Issue 1
Publisher: ACM Press
Full text available:  [pdf\(3.20 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

A uniform I/O interface allows programs to be written relatively independently of specific I/O services and yet environment. Ideally, the interface provides this uniform access without excessive complexity in the interface careful design of individual system interfaces alone; it requires explicit definition. In this paper, the UIO (unifc

15 Higher-order distributed objects

 Henry Cejtin, Suresh Jagannathan, Richard Kelsey
September 1995 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 17 Issu
Publisher: ACM Press
Full text available:  [pdf\(2.33 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We describe a distributed implementation of Scheme that permits efficient transmission of higher-order object communication facilities within a higher-order programming language engenders a number of new abstraction load-balancing and migration policies for threads, incrementally linked distributed computations, and paramet

Keywords: concurrency, continuations, higher-order languages, message-passing


16 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997

Proceedings of the 1997 conference of the Centre for Advanced Studies on Collabo

Publisher: IBM Press

Full text available:  [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagram application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. How the desired overview of the application. In our experience, such tools display repeated occurrences of non-triv

17 MPEG-4: an object-based multimedia coding standard supporting mobile applications

Atul Puri, Alexandros Eleftheriadis

June 1998

Mobile Networks and Applications, Volume 3 Issue 1

Publisher: Kluwer Academic Publishers

Full text available:  [pdf\(747.80 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently v to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 19 individual audio-visual objects and enabling a range of advanced functionalities not supported by other standa

18 Using histories to implement atomic objects




Tony P. Ng

November 1989

ACM Transactions on Computer Systems (TOCS), Volume 7 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(2.74 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper we describe an approach to implementing atomicity. Atomicity requires that computations appear to describe has three characteristics. First, it utilizes the semantics of an application to improve concurrency. Secondly by analyzing the process of writing it. Third, our approach hides the protocol used to arrive at a serial execution

19 TraceBack: first fault diagnosis by reconstruction of distributed control flow



Andrew Ayers, Richard Schooler, Chris Metcalf, Anant Agarwal, Junghwan Rhee, Emmett Witchel

June 2005

ACM SIGPLAN Notices , Proceedings of the 2005 ACM SIGPLAN conference on Prog

Publisher: ACM Press

Full text available:  [pdf\(347.77 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Faults that occur in production systems are the most important faults to fix, but most production systems lack provides debugging information for production systems by providing execution history data about program processes commonly found in production environments such as multiple threads, dynamically loaded modules, multiple s

Keywords: fault diagnosis, instrumentation

20 Concepts and Notations for Concurrent Programming




Gregory R. Andrews, Fred B. Schneider

March 1983

ACM Computing Surveys (CSUR), Volume 15 Issue 1




Publisher: ACM Press

Full text available:  [pdf\(4.02 MB\)](#)

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